
Title: History of Ilshenar

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Mondain ruled for one thousand years using the Gem of Immortality to control Sosaria and bend it to his will. Mondain's reign ended when a Stranger from the stars arrived, destroyed Mondain, and shattered the Gem of Immortality. In the world we live in this was the end of the first age of darkness, but not in Ilshenar. Let us not jump ahead though. First we must speak of shards and facets and what we know about them. When the Gem of Immortality was shattered an image of Sosaria was captured in each of the broken shards. Each shard from that point further as far as we can tell, has its own history and peoples. In recent years we have discovered that within each shard there are what may be limitless facets that contain individual worlds - again their own histories and peoples. The possibilities of infinity inside of infinity has many people at this very moment rather upset and thinking if there are layers beneath our current layer, could we not be another

layer under some
other world's layer? I
leave that thinking to
the philosophers. In
the world we know
we now have our
original facet,
Felucca and our new
facet, Trammel. One
must also consider
that Minax too did
come from another
facet. As to the
nature of her previous
world we know very
little, but I digress.
Trammel is in itself
an oddity for it did
not exist until Lord
British and Nystul
cast their magicks to
make it so. How
exactly this sorcery
works it beyond my
meager knowledge,
beyond the fact that
Lord British and
Nystul drew power
directly from the
Virtues themselves to
make it so. Then
what of Ilshenar our
newly discovered facet.
The first brave men
and women to venture
into this newly
discovered facet have
returned with some
maps and some
literature.
Everyday more
information is brought
back to us and this
new land's mysteries
unfold. I have put
together a patchwork
of documents and
tried to follow the
path Ilshenar's of
history from the time
after Mondain's
defeat up until what
seems to be a handful
of years ago. In part
this has been difficult
as the people of
Ilshenar speak two
languages often at

once. Being a
scholar I find this
most peculiar. The
primary language is
the common tongue
we all know and use,
secondary is foreign
to an extent. It
contains a very
similar style of
speech to the magic
words we use to cast
spells. An easy
example is one I have
found in reference to
Wisps. Their word
used for Wisp is
"Orlor" In our world
that be very similar
to "Ort Lor" which
translates to "Magic
Light". In fact much
of the language used
in speaking of magic
or arcane knowledge
often is done in this
strange dialect. It
has been a long
running debate as
to where the words
use for spell casting
originated, mayhaps
Ilshenar will hold
some answers for us.
It leads me to wonder
if these people knew
more about magic then
we, But again I jump
ahead. Let us start at
the beginning.